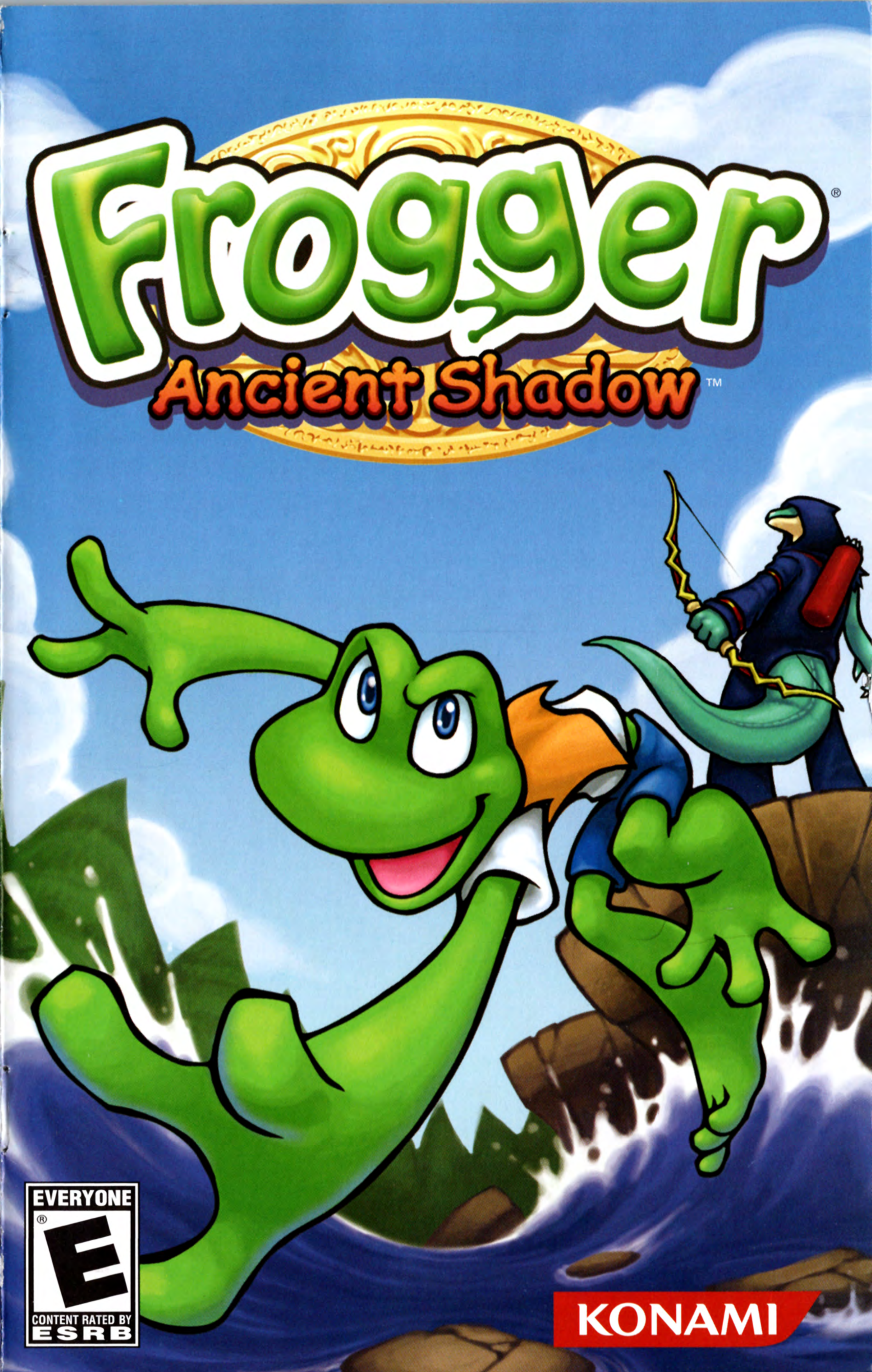
Frogger®

Ancient Shadow™



EVERYONE

E

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Is Frogger afraid of his own shadow? Or perhaps there is a more sinister shadow lurking in the forests surrounding Firefly Swamp. Indeed, the rumors seem to be true of a strange presence out there and evidence exists in the form of smoldering campfires and neglected piles of trash. This is unheard of in Firefly Swamp! And Frogger isn't about to lie idly in his lounger as this unwelcome stranger prowls around his turf! Besides he needs to make a good impression on Lily, although he may never admit that. Set out with Frogger on his latest adventure, a mission to investigate the Ancient Shadow™.

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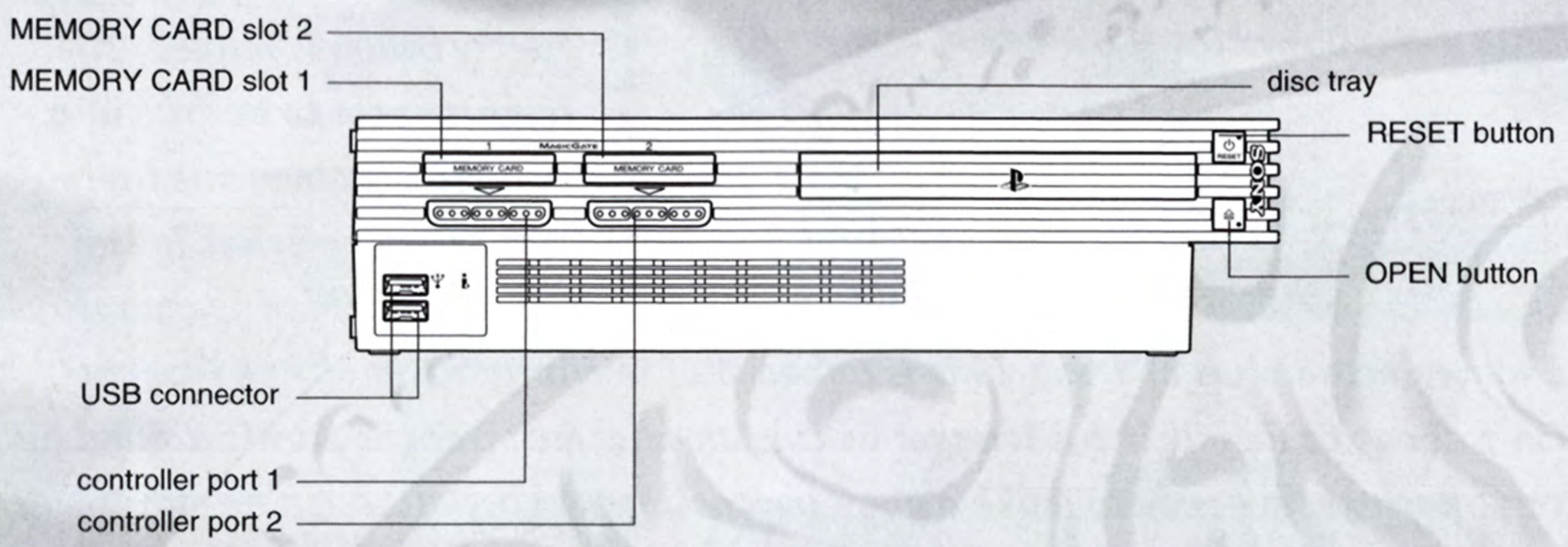
Getting Started



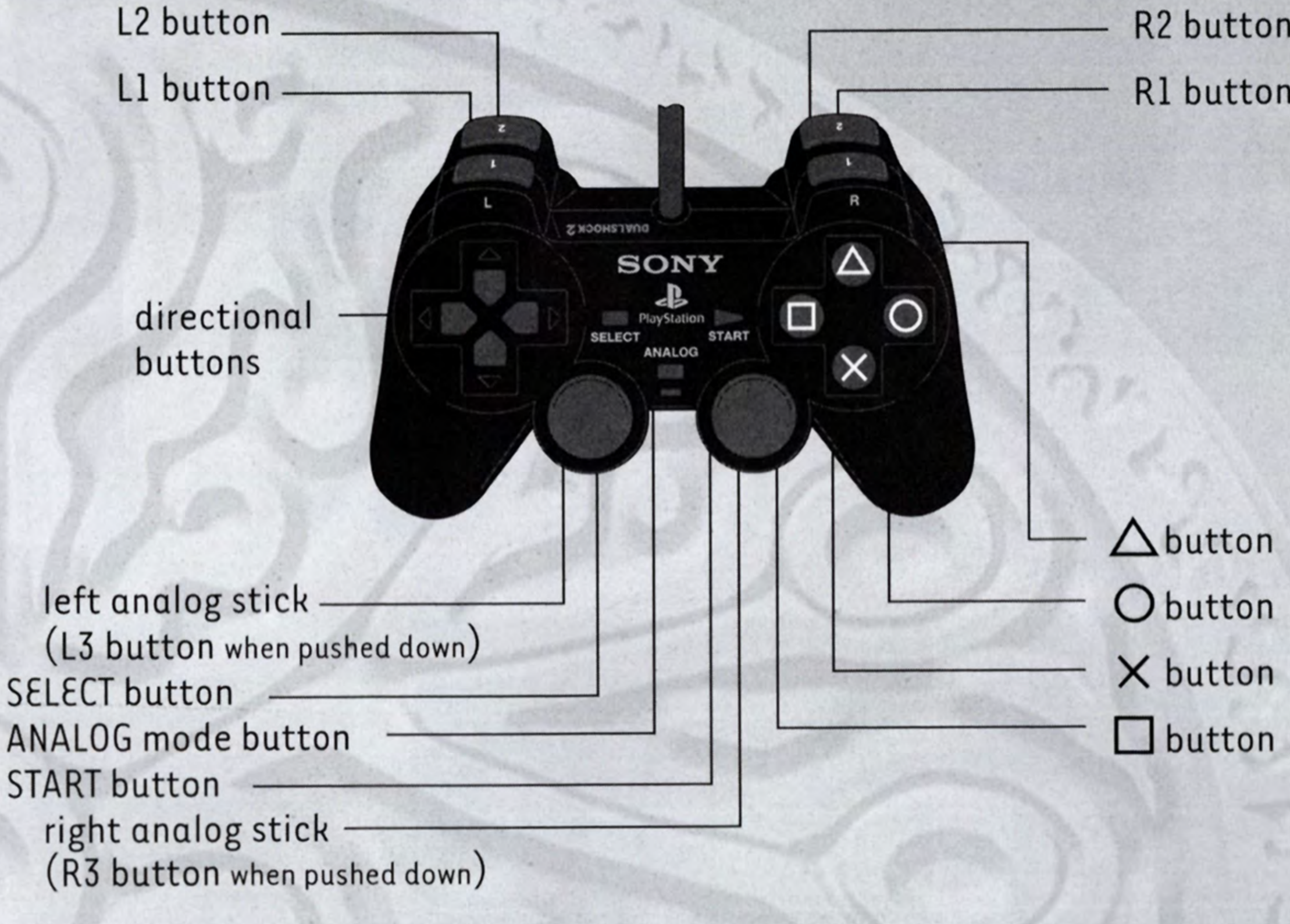
Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located in the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ***Frogger® Ancient Shadow™*** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



When you start the game you will be able to select your language. For English select the US flag and press the ⊗ button. For Spanish select the Spanish flag and press the ⊗ button.

Once you press the START button from the title screen, you can choose to play a new game or continue with a saved game. If you choose a new game, the Main Menu appears immediately (see Main Menu on p. 5). If you choose to continue a game, the Load Game screen appears first (see Loading a Game on p. 17) and then you proceed to the Main Menu. To make a selection:

Press the directional buttons up/down to highlight your choice and then press the ⊗ button.

Basic Controls

Menu Controls

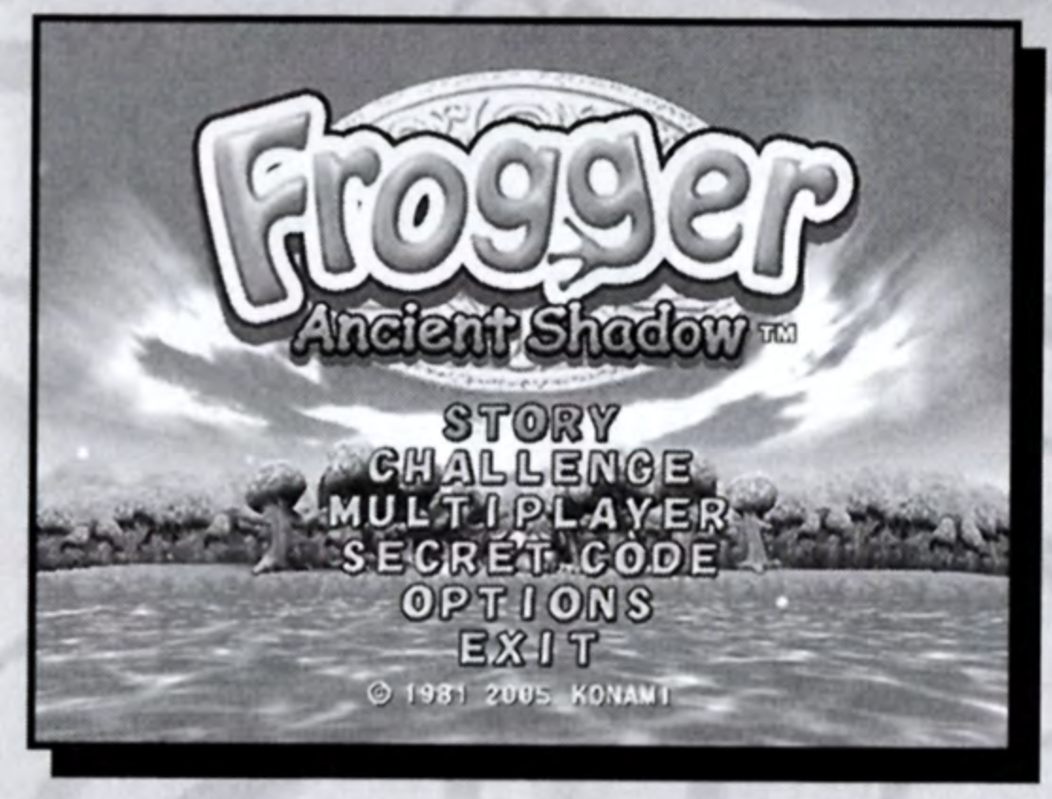
Directional buttons	Highlight item
⊗ button	Select item, advance to next screen
◎ button	Cancel, return to previous screen
START button	Open/Close Pause Menu

Game Controls

Directional buttons	Hop up, down, left, or right
⊗ button	Super Hop
□ button	Tongue Grab
△ button	Vertical Jump
L1 or L2 button	Rotate Left
R1 or R2 button	Rotate Right
START button	Pause

Note: Use the directional buttons while using the Tongue Grab to push or pull objects.

Main Menu



The Main Menu is where you can hop into action with single and multiplayer games, enter secret codes to unlock hidden elements in the game, and set the game options (audio and controller setups).

Story This is the main Ancient Shadow adventure that takes Frogger on a long journey through seven unique areas and over 25 different levels. At least one level must be completed before Challenge Mode (see next) can be accessed (see *Story Mode* on p. 6).

Challenge This is where you vie to complete any of the levels from Story Mode in the fastest possible time. But you must complete levels in Story Mode first before they are available here. If you select New Game after the Start screen, this option is not available (see *Challenge Mode* on p. 10).

Multiplayer Take on up to three other players, either computerized or alive and breathing, in head-to-head, Frogger-frenzied competition (see *Multiplayer* on p. 11).

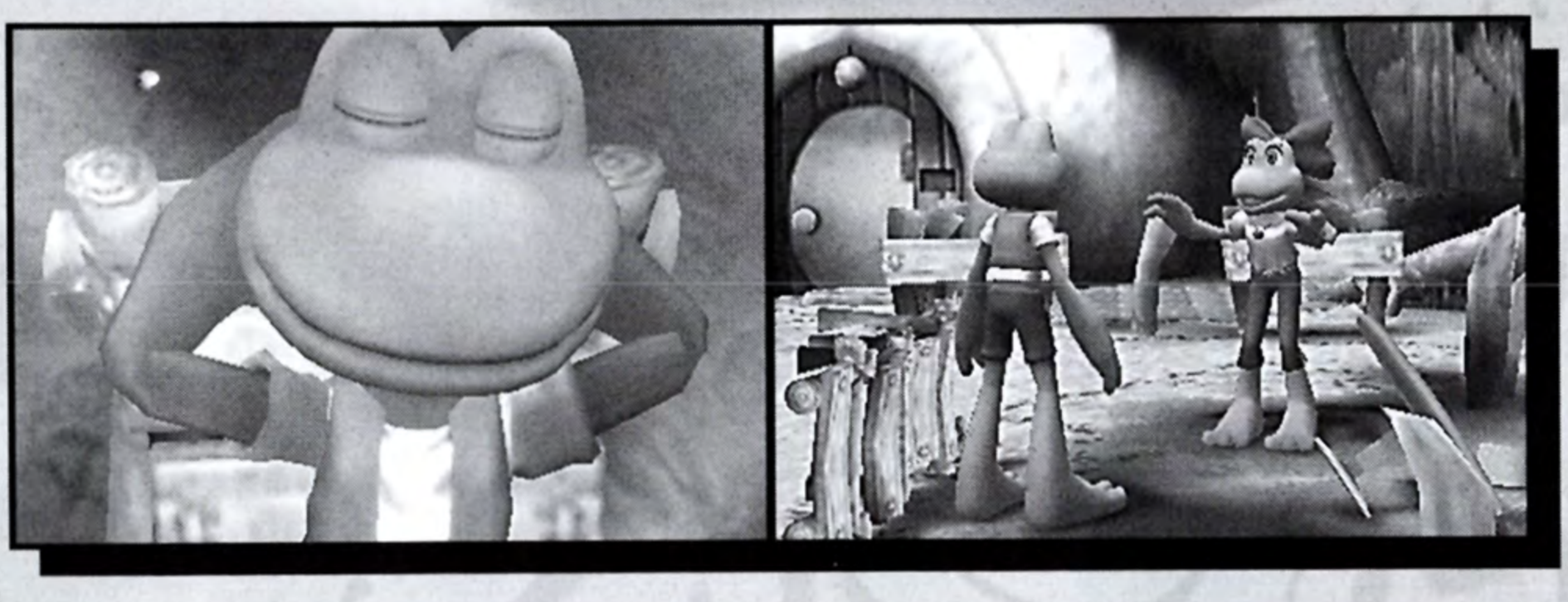
Secret Code Secret codes are awarded in Story Mode. You need to find statues that give you secret codes in hidden areas. Another source of secret codes is the PSP version of Frogger Helmet Chaos.

Options You want options? You got 'em! Adjust sound and controller settings to your liking (see *Options* on p. 15).

Exit Say what? Mom's calling you to the dinner table? Better go then. You don't want to miss out on fried frog legs!

Press the directional buttons up/down to highlight a selection from the Main Menu, press the ⊗ button, and let 'er "ribbit!"

Story Mode



Can't Frogger get any peace? He's just minding his own business, kicking back in his lounger, admiring the blue skies and green swamp water, when Lily hops in to turn his world upside down. Again. Now Frogger is off and hopping to take care of the latest trouble around Firefly Swamp. But it could be his troubles are just beginning.

There are two steps required when starting a new game in Story Mode: signing in and finding a place to save your game.

Sign In

When you sign in, you create a player name under which all game data is saved (Story, Challenge, Secret Codes, Options). To get started:

1. 1. Press the directional buttons in any direction to highlight a character and then press the ⊗ button to enter it. Continue until your player name is complete.

2. 2. When you are finished, press the START button to highlight END, and then press the ⊗ button. At the confirmation message, press the directional buttons to highlight YES, and then press the ⊗ button. Or highlight NO to continue entering your player name.

Save Game

The Save Game screen appears after you have entered your player name. There are five save game slots that are all empty on your first sign-in (10 save game slots are available if two memory cards are inserted). Each save game slot can be highlighted by pressing the directional buttons left/right (to select a memory card) and up/down (to select a specific slot). Once a game has been saved, the data for that game appears on the right side of this screen.

Highlight a save game slot and then press the ⊗ button to proceed. You can cancel your selection by pressing the ◎ button. If you cancel your selection, you are returned to the Sign In screen.

Once you select a save game slot, press the ⊗ button to proceed through the two confirmation screens and on to the Story.

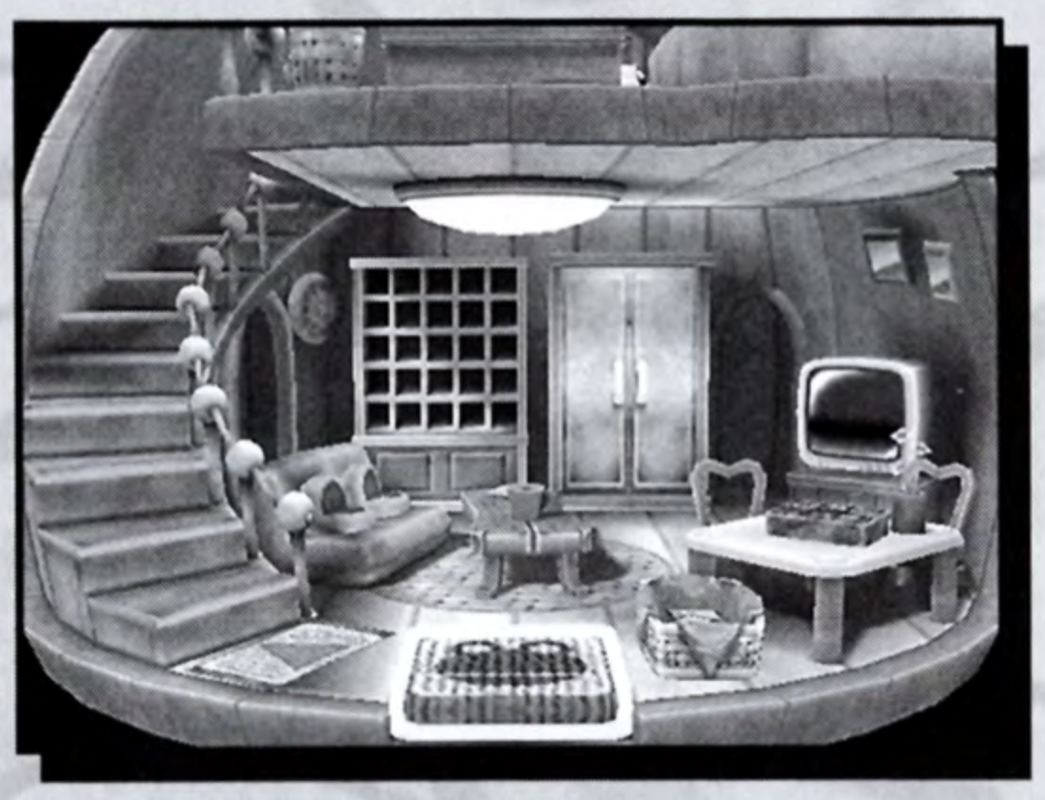
Note: This same Save Game screen appears at the completion of each level throughout Story Mode.

Note: Never insert or remove a memory card (8MB)(for PlayStation®2) when saving files. A memory card (8MB)(for PlayStation®2) with sufficient available memory must be inserted in MEMORY CARD slot 1 or 2 of the PlayStation®2 console in order to save games. When attempting to save, the system will check to see if a memory card (8MB)(for PlayStation®2) with sufficient space is inserted.

Gameplay in Story Mode

After you select a save game slot, Frogger: Ancient Shadow begins and a character dialog paves the way. Press the ⊗ button to advance the character dialog. When Frogger is ready to set out, he is positioned just outside of his house.

Frogger's House



There's a lot to do at Frogger's house, from changing clothes to watching television. But there's some really important business to take care of here from time to time. Frogger collects gold coins when he's out on his Story adventure, so be sure to come back here so he can put them in his froggy bank in his upstairs bedroom. Also, Frogger gets some very important mail from family and friends. Check the mailbox on the first floor inside his house. You never know when a really important message awaits.

Position Frogger in front of the door to his house and press the ⊗ button to go inside. Once there, press the directional buttons in any direction to check out everything, both upstairs and down.

Mohan's Vending Machine

Frogger can use his gold coins to purchase some very useful supplies that may help him on his journey. You'll find the vending machine near the entrance to his house. Mohan the merchant will restock new items to the vending machine so you should check it often.

Starting the Game: Practice

Head out from Frogger's home and into the woods to start tracking the mystery shadow. There's no need for too many instructions here because the first level is a Practice level. Hop onto the ? icons for hints on how to proceed. Once you complete the Practice level, you're ready for (almost) anything!

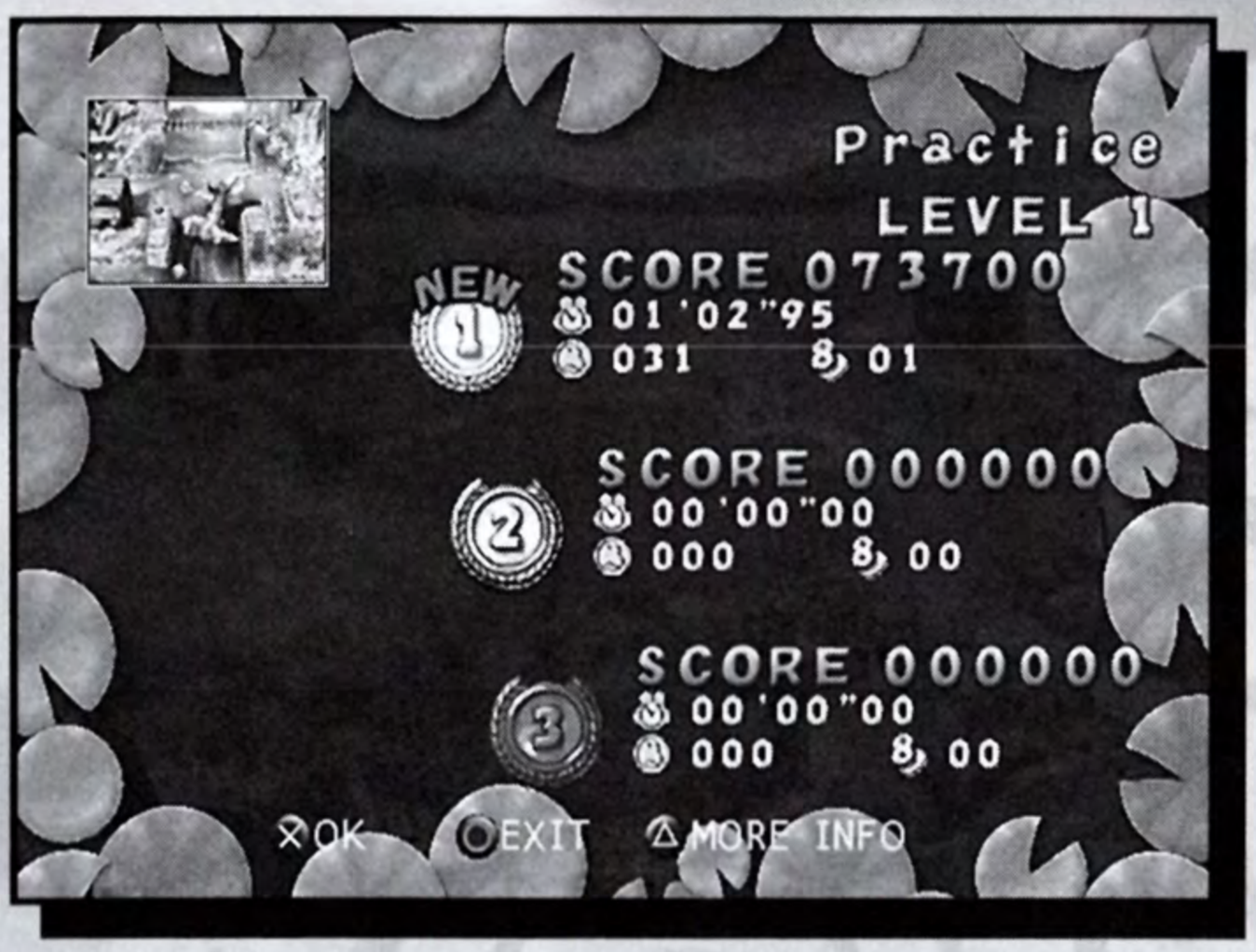
Area Map and Levels

After completing Practice, the Save Game screen appears and prompts you to save your progress (see *Saving Games* on p. 17). Frogger then lands on the Area Map, the screen that allows him to navigate to all other areas in the game. Only three areas show at first, the Practice area, Frogger's House, and the first unexplored area, Tears of Spirits. As Frogger progresses in the game, new areas become available and appear on this map. Each area contains four unique levels and there are seven areas for a total of 28 levels. Levels are selected after you enter an area. Levels become available one at a time. Once you complete a level within an area, the next level can be selected, or you can replay a completed level.

To visit any available area and level:

1. Press the directional buttons to move Frogger to an area and then press the ⊗ button.
2. Press the directional buttons up/down to highlight a level. The best scores for the level are displayed in gold, silver, and bronze finishers. Press the Triangle button for score details. Press the ⊗ button to select a level and start the challenge or press the ◎ button to return to the Area Map.

Challenge Mode

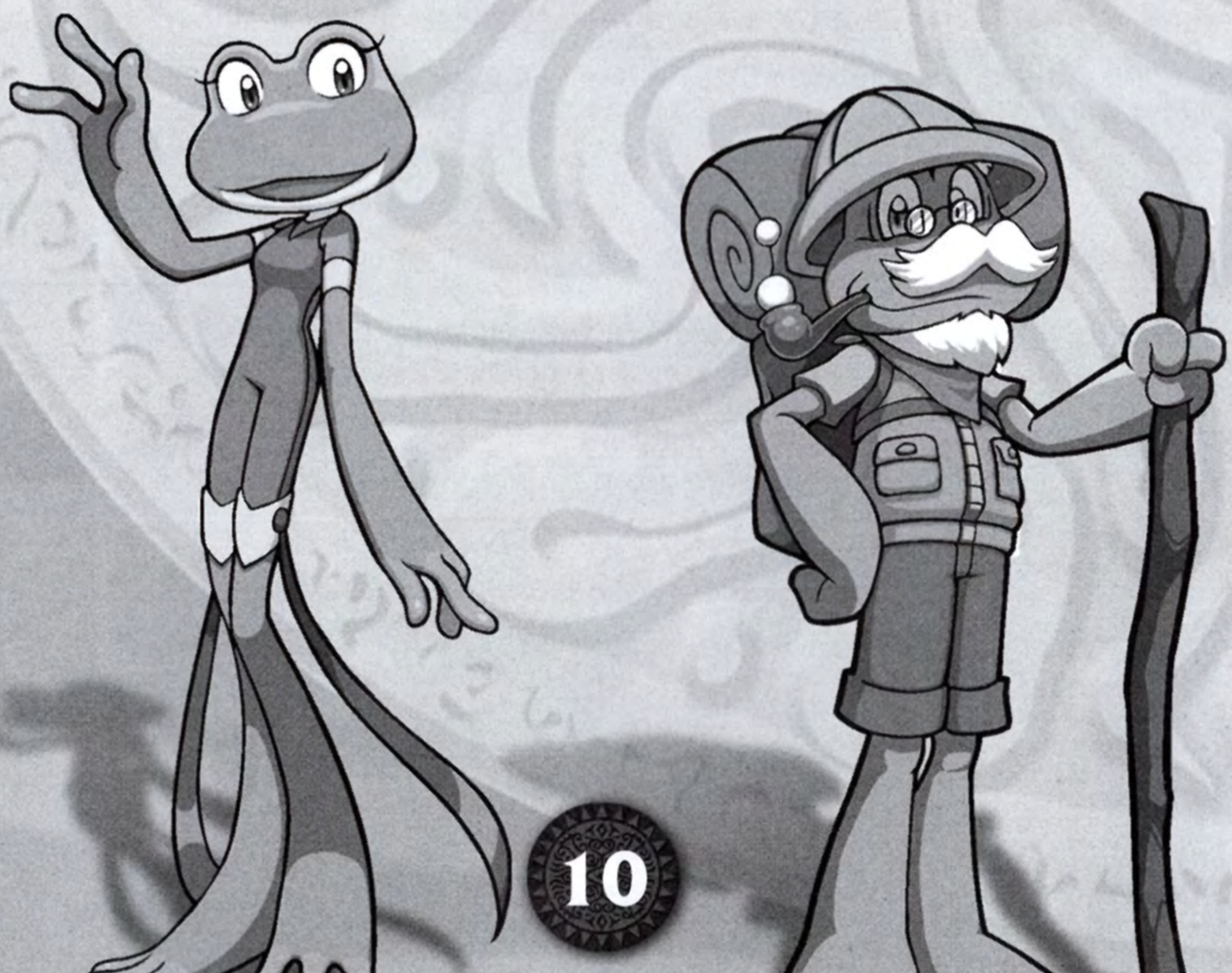


Challenge Mode is identical to Story Mode in how you play the game and move between areas and levels. The only difference is that you are now being timed. Also, you must have successfully completed the level in Story Mode in order to challenge that level. Challenge Mode cannot be selected until at least one level is completed in Story Mode.

After you select Challenge from the Main Menu, the Area Map appears.

1. Press the directional buttons to hop to an area and then press the ✕ button.

2. Press the directional buttons up/down to highlight a level. The best scores for the level are displayed in gold, silver, and bronze finishers. Press the △ button for score details. Press the ✕ button to select a level and start the challenge or press the ○ button to return to the Area Map.



Multiplayer

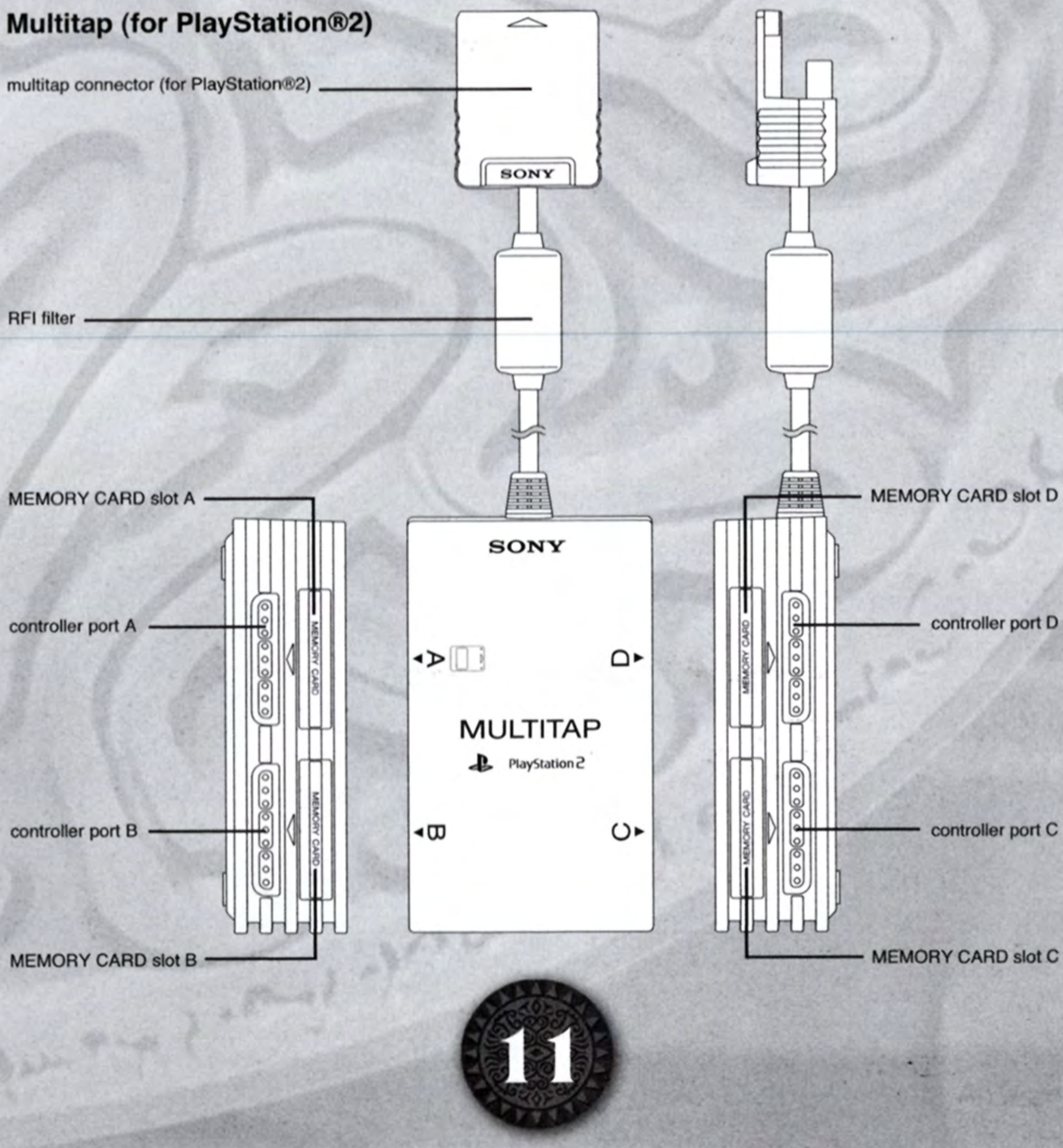
Hop around in some frog-to-frog competition with Frogger and friends. There are seven types of multiplayer games and one single player game. You can unlock the multiplayer games by opening those areas in Story Mode.

Note: To play with 4 players you will need a Multitap. Please insert the Dual Shock® 2 Analog controller into Controller port 1, and insert the Multitap into Controller port 2.

First, select your character. Press the directional buttons to highlight a character, and then press the ⊗ button to select it. Each human player must choose a character. There are always four players—the game automatically fills any open slots with computer-controller opponents.

Select a multiplayer game type. Press the directional buttons left/right to scroll through a display of each game type and then press the ⊗ button to take on the competition.

Multitap (for PlayStation®2)

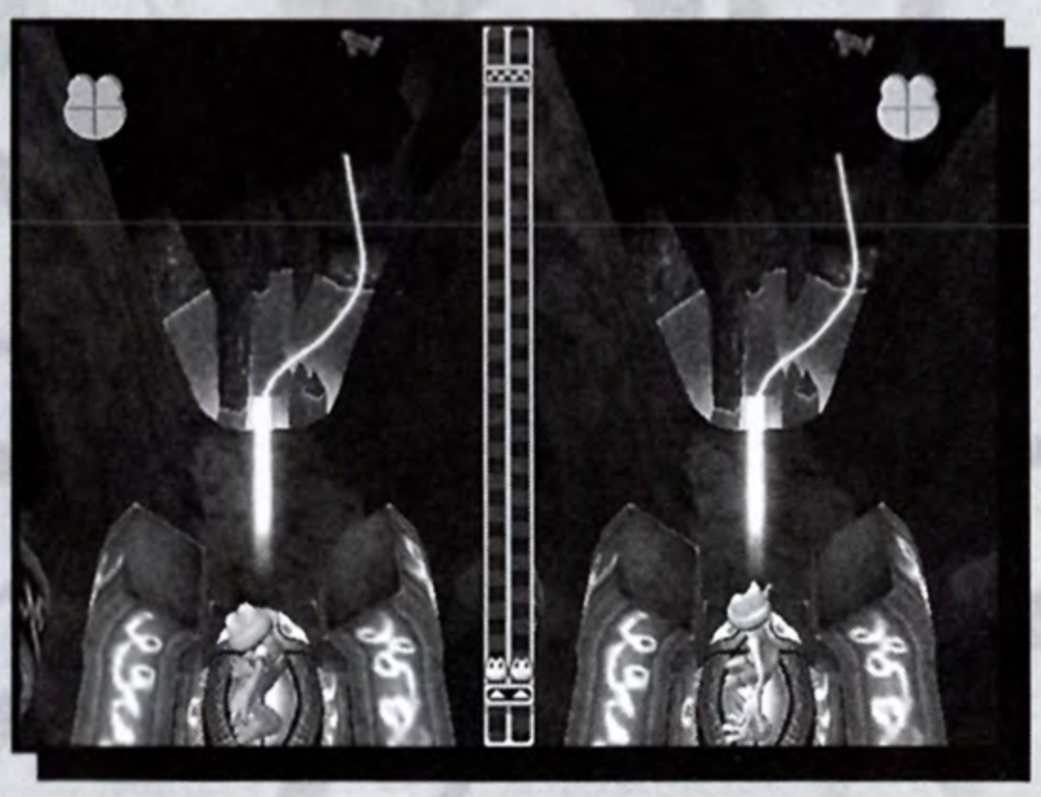


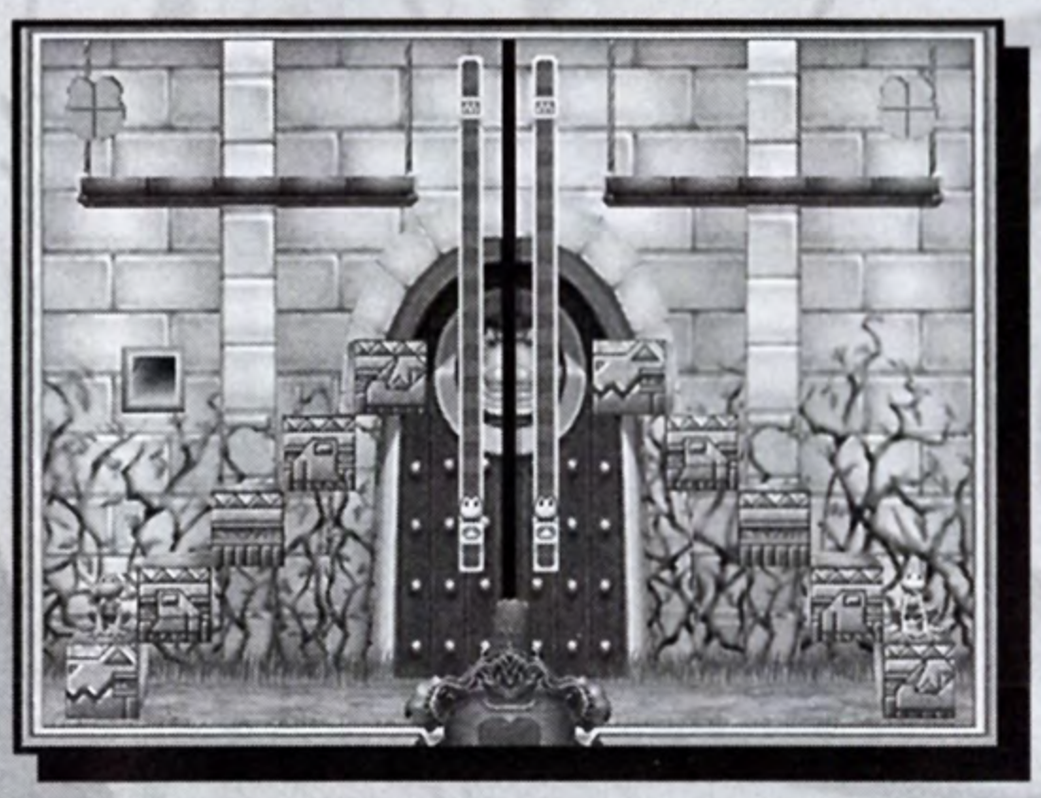
Bug's Samba

They're creepy and they're crawly, but not to a frog who knows his way around. Avoid the big bugs and the baby bugs (when they hatch). Each hit consumes a life. Use the Tongue Grab to move hatching eggs into your opponent's path. The frog with the most lives remaining when time expires is the winner.

Firefly Surfing

Jump to dodge obstacles and reach the goal. Side jump when sign is given! Whoever reach the goal first wins.



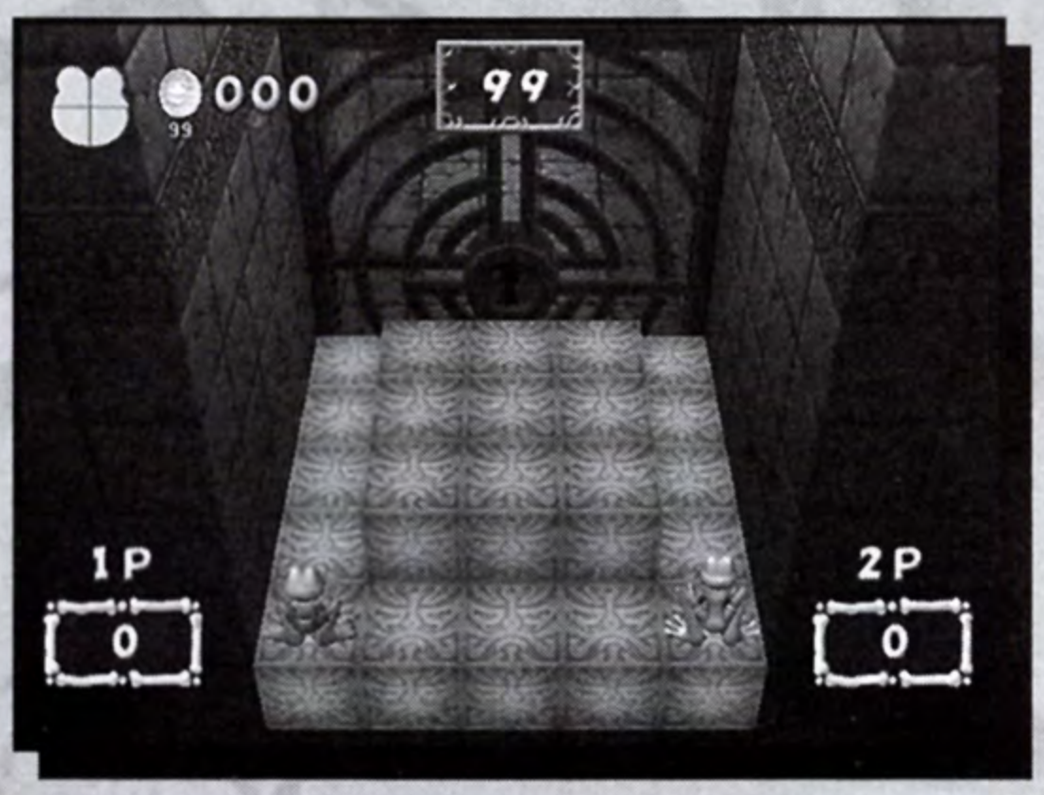


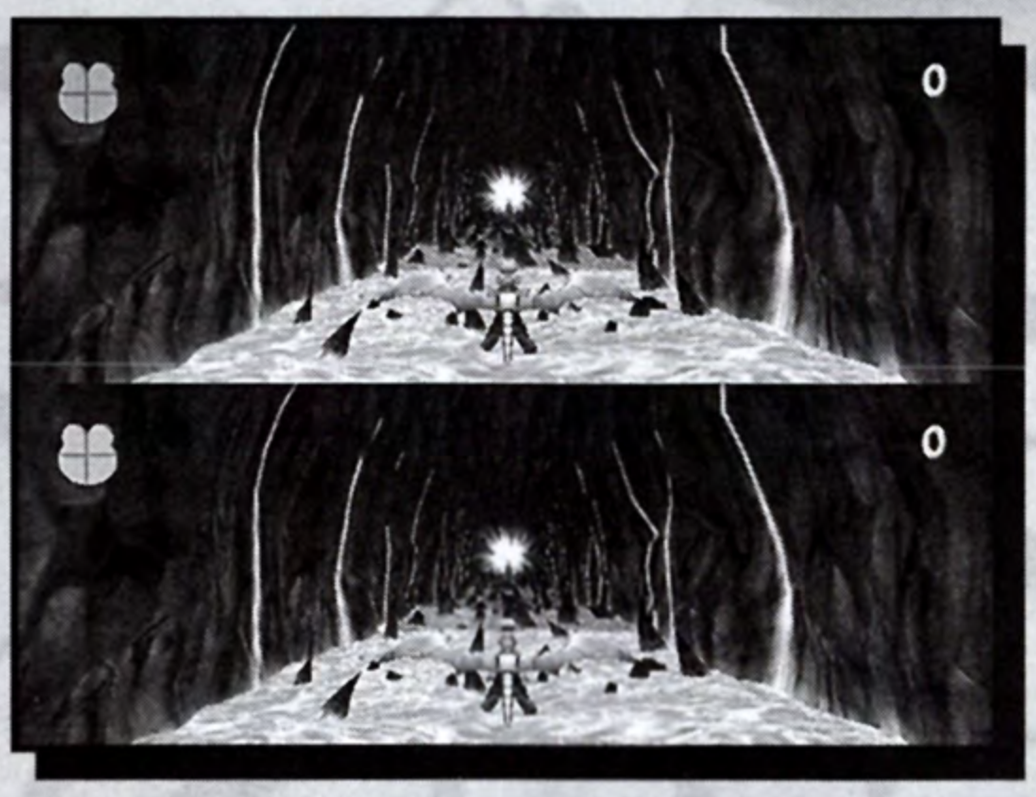
Tower of the Wani

Stomp to deform the stairway and reach the top floor! Whoever reach the top first wins.

Crystal Prison

Destroy the blocks with your body! Whoever destroy the most wins.



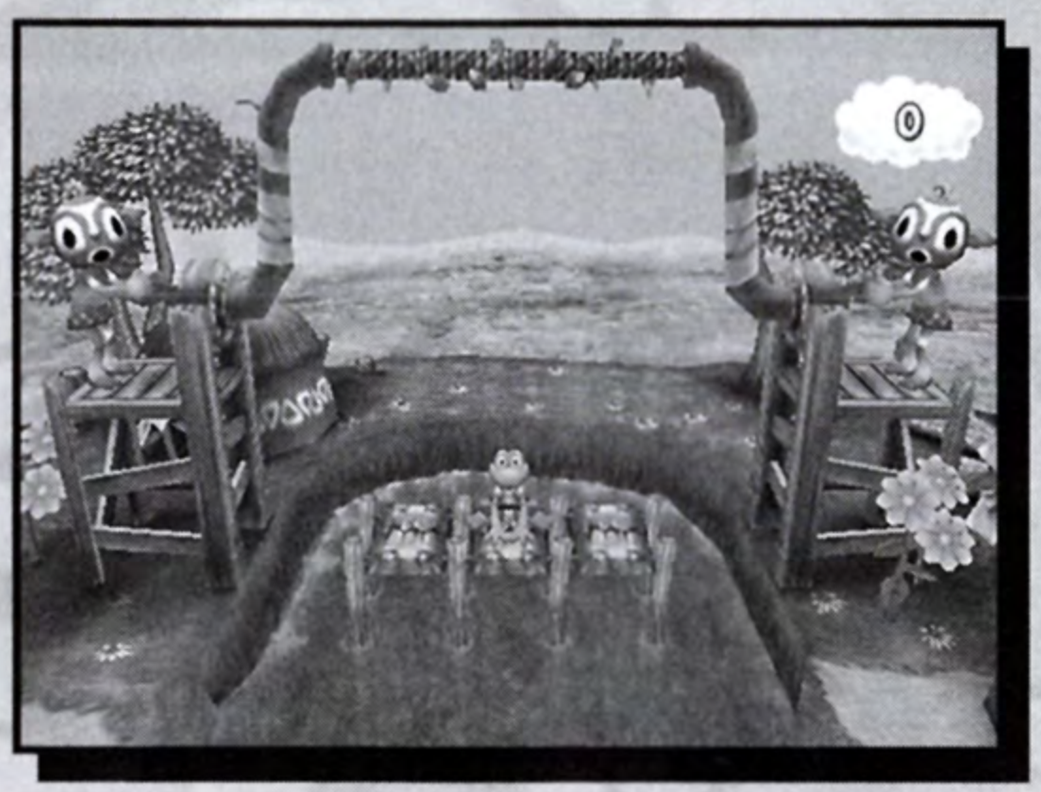


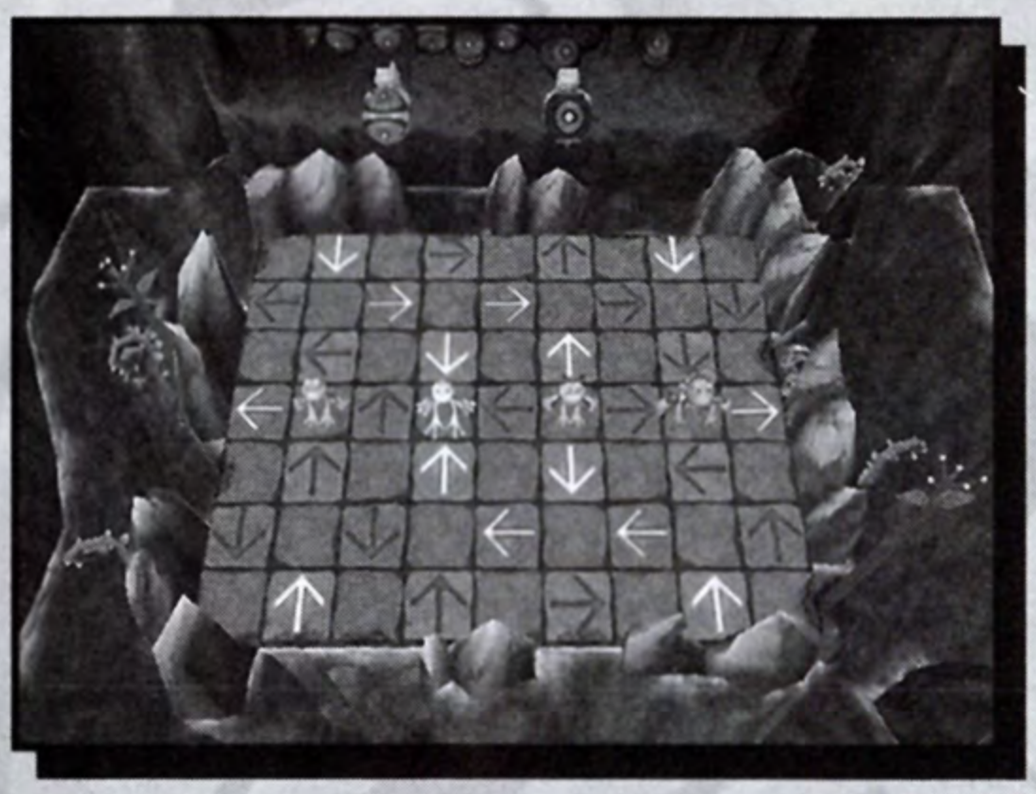
Ornithopter

Shoot bullets to beat the enemies!
Scores vary by how you beat the enemies. Whoever get the highest score wins.

Jump Rope

Jump, Jump, Jump
to avoid the rope!
Watch your footing!



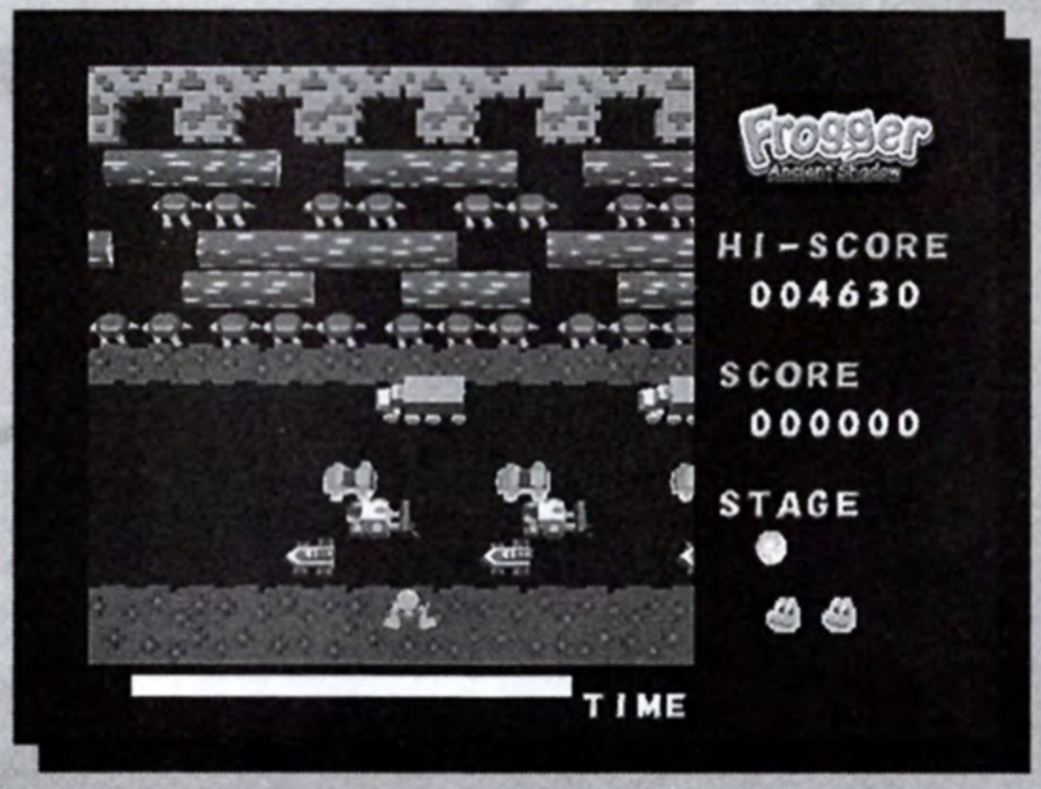


Dodge Ball

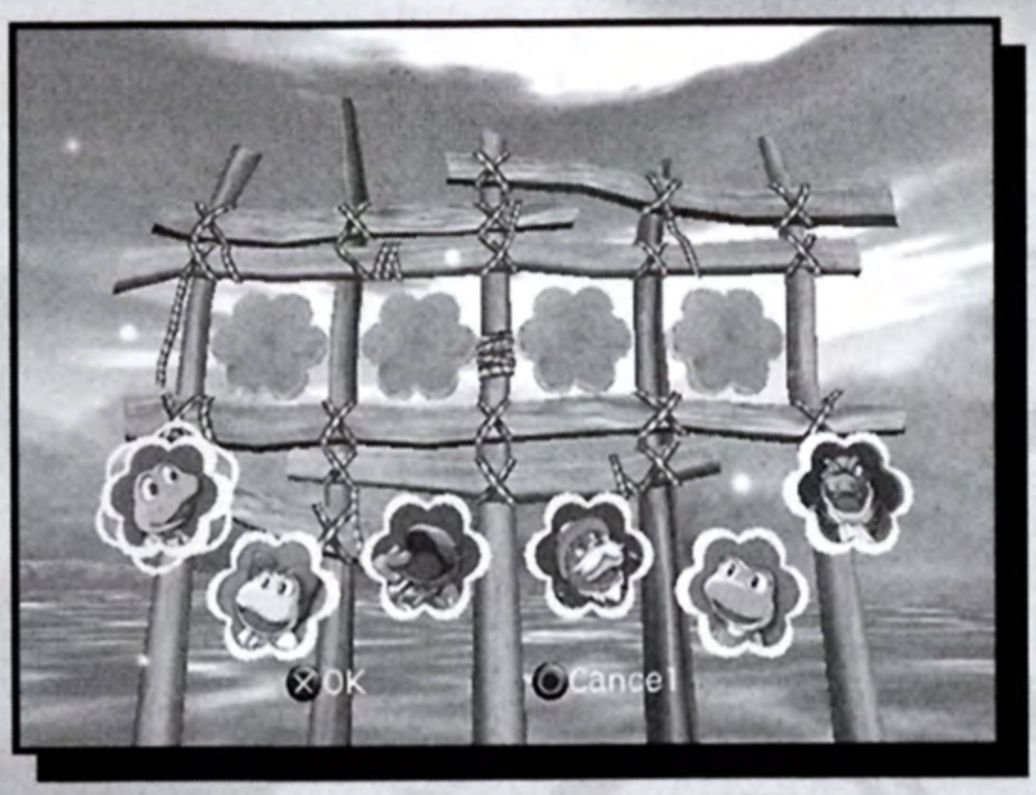
Dodge the ball to stay alive!
Arrow changes by stepping on it.
Stomp to turn the arrow on or off.

Frogger Arcade

Everybody's favorite! The original 1981 Arcade Frogger is back.
Dodge the cars and enemies and bring Frogger to safety.



Secret Codes

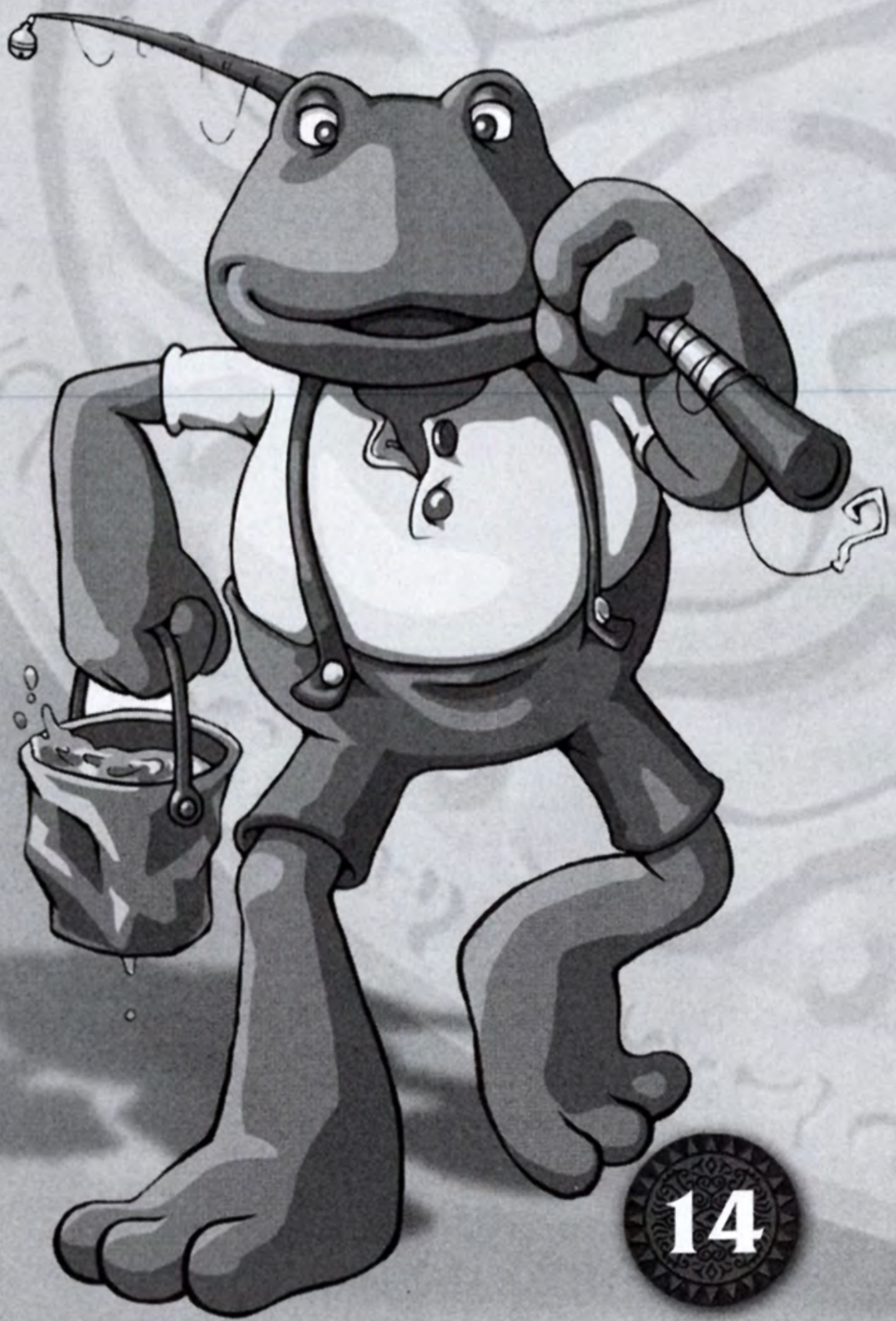


Secret codes can be very rewarding to one who is willing to go out and find them. Enter them on the Secret Codes screen to unlock special items for Frogger to add to his belongings at home.

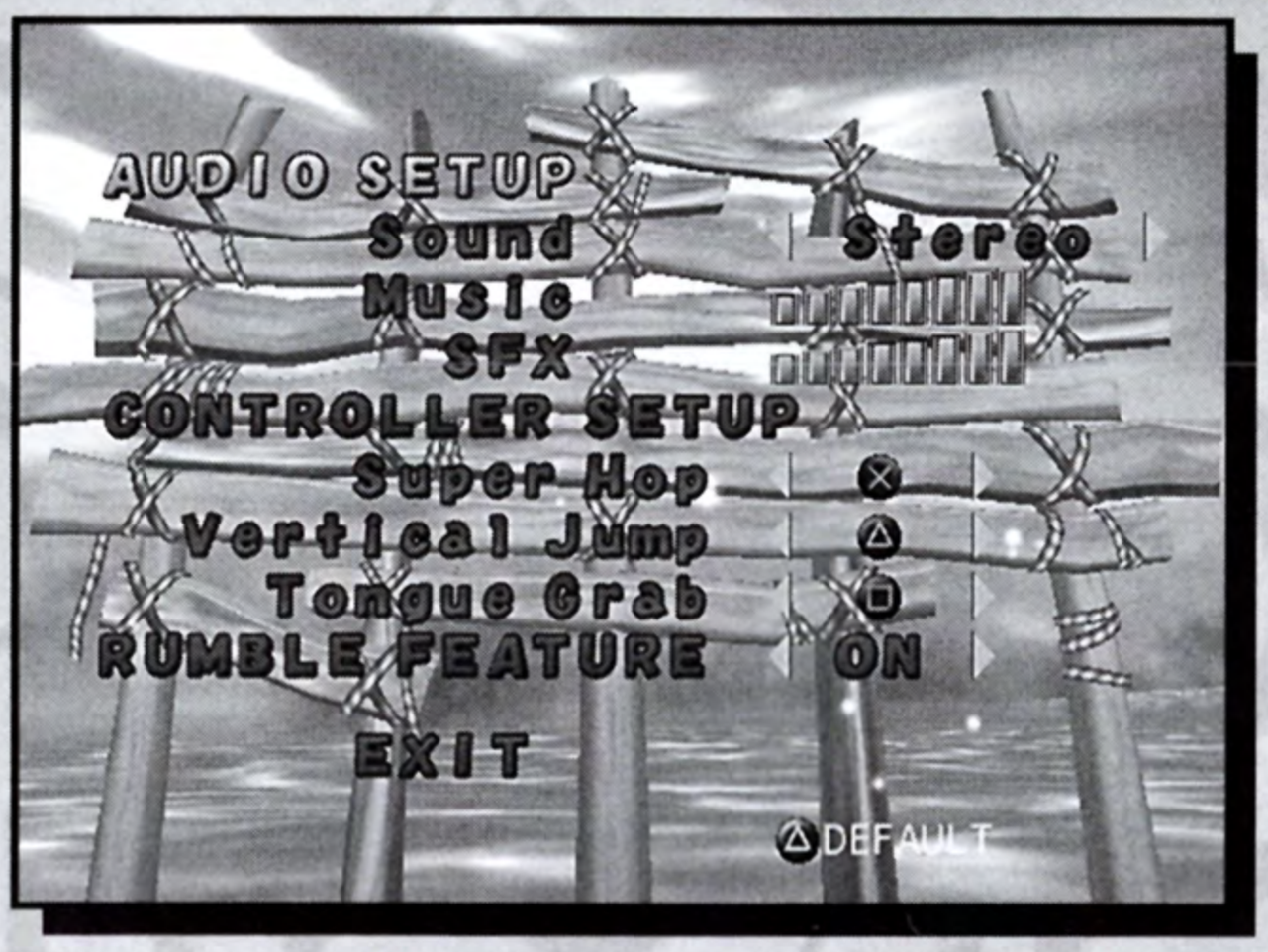
Note: You'll have to visit Frogger's home in order to access some of the items obtained via secret codes.

To enter a code:

Press the directional buttons left/right to highlight a character icon and then press the ⊗ button to enter it. Press the ○ button at any time to delete part of the code. After all four code elements are entered, press the ⊗ button to see what you've won.



Options



Change the game settings to make the most of your Firefly Swamp experience.

On the Options screen:

1. 1. Press the directional buttons up/down to highlight AUDIO SETUP, CONTROLLER SETUP, Vibration Function, or EXIT.

2. Press the ⊗ button to continue.

3. 3. Press the directional buttons up/down to highlight a sub-category.

4. 4. Press the directional buttons left/right to adjust any of the settings.

5. Press the ◎ button to exit a category.

6. To exit the Options screen, highlight EXIT and then press the ⊗ button.

Options (continued)

Audio Setup

Sound Set the audio mode to STEREO, MONO, or SURROUND depending on your hardware capability.

Music This is the background music volume. Frogger likes music he can hop to.

SFX This controls the volume of sound effects in the game. It helps to hear when trouble is approaching.

Press the △ button to reset all options to their defaults.

Controller Setup

If you need to make the controls more comfortable for your personal use, you can change them here. The various movement and action commands are explained in *Basic Controls* on p. 4.

Vibration Function

This is the physical effect you feel in the DUALSHOCK®2 analog controller whenever certain actions happen on screen.

After all changes have been made, you can still return them all to the default settings from the main Options screen by pressing the △ button. Otherwise, press the directional buttons up/down to highlight EXIT, and then press the ⊗ button to save your changes and return to the Main Menu.

Loading Games

Loading a game is done right after you select CONTINUE from the opening screen. In order to continue a game, you must have already signed in (see *Sign In* on p. 6) and saved a game (see *Save Game* on p.7). Once on the load game screen:

1. Press the directional buttons up/down to highlight the game you wish to load. Game data is displayed on the right side of the screen. Press the ⊗ button.

2. 2. At the confirmation screen, press the directional buttons up/down to highlight YES, and then press the ⊗ button to proceed to the Main Menu.

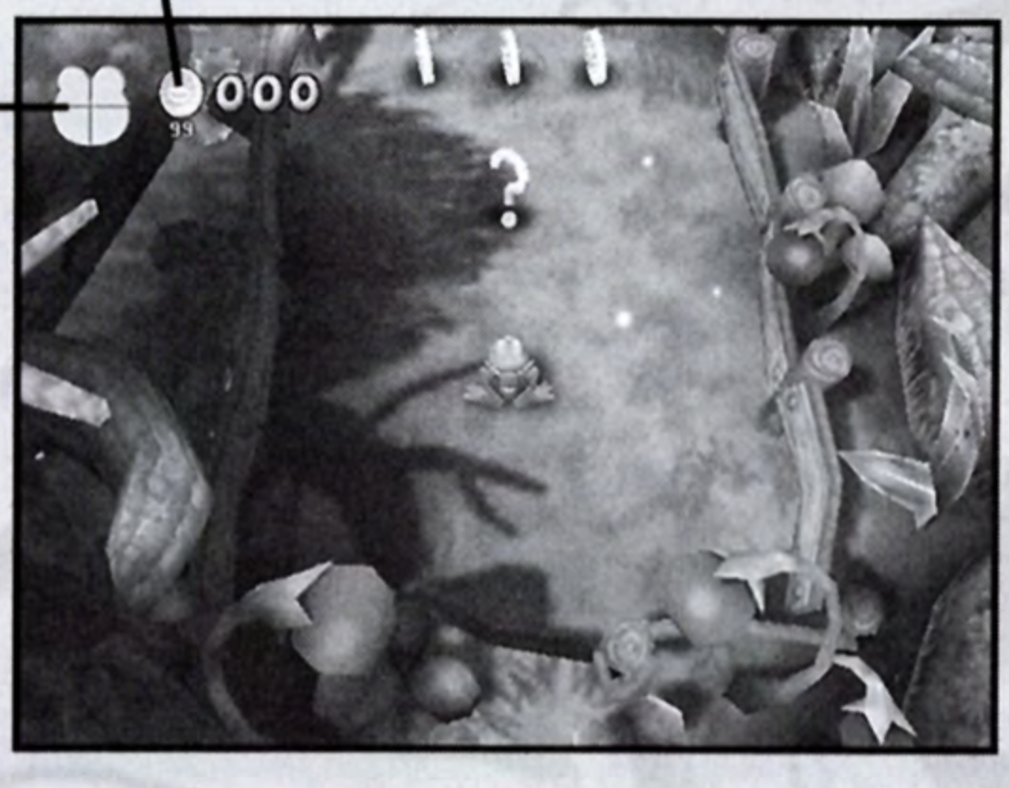
Note: Never insert or remove a memory card (8MB) (for PlayStation®2) when loading files.

Saving Games

The Save Game screen appears during the Sign In process and after each level is completed in Story Mode or Challenge Mode. You can also access the Save Game screen by visiting the upstairs room in Frogger's house.

Note: Never insert or remove a memory card (8MB)(for PlayStation®2) when saving files. A memory card (8MB)(for PlayStation®2) with sufficient available memory must be inserted in MEMORY CARD slot 1 or 2 of the PlayStation®2 console in order to save games. When attempting to save, the system will check to see if a memory card (8MB)(for PlayStation®2) with sufficient space is inserted.

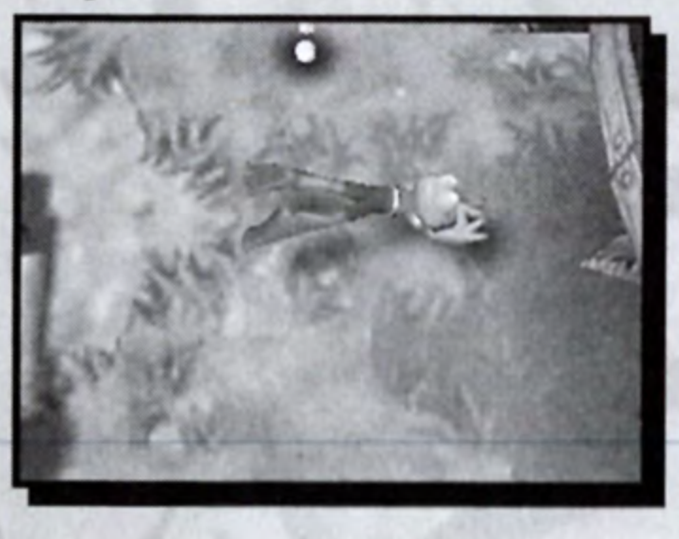
Playing the Game



Who's ever heard of a frog that doesn't swim?! Please don't ask that question too loudly because it embarrasses Frogger. Just try to get him pointed in the right direction, dry, safe, and sound. We won't mention the hundreds of opportunities for danger around every corner.

Advanced Controls

Hop

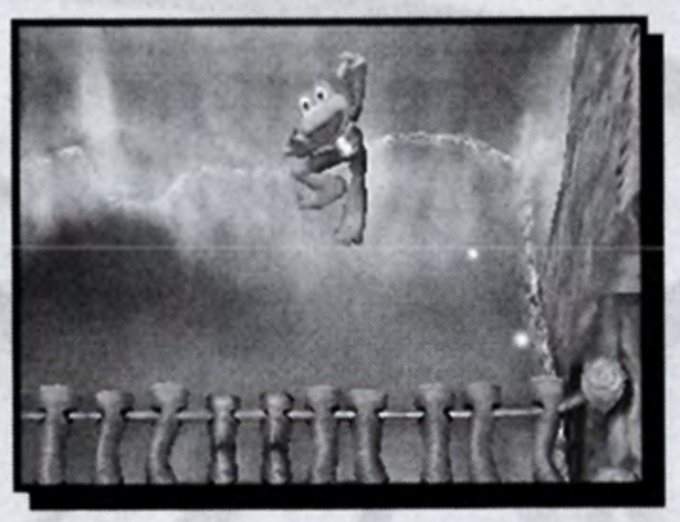


This is the easiest movement to master. Just press the directional buttons in the desired direction to move Frogger one tile.

Super Hop

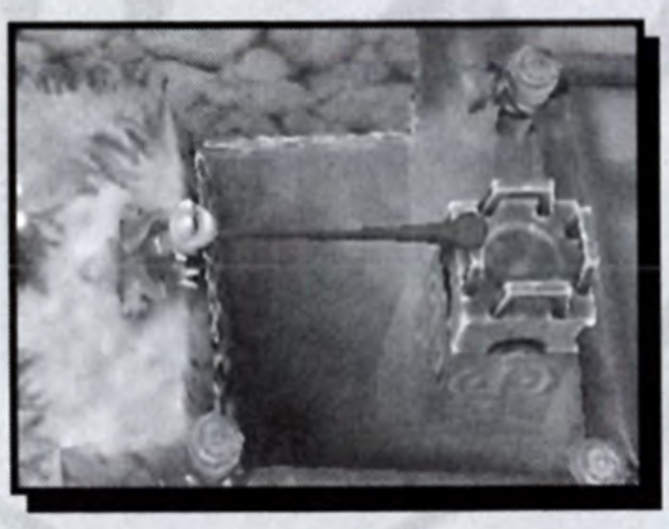
Similar to the Hop, but the Super Hop moves Frogger two tiles at a time...double the distance. Use this command to leap over gaps, avoid danger, and move quickly from one place to another. Frogger will jump in whatever direction he is already facing. Press the ⊗ button to perform a Super Hop.

Vertical Jump



Some objects are a little taller than a small frog can reach. But Frogger has a vertical leap that would impress most pro basketball scouts. Press the △ button to perform a straight up, vertical leap. You can also press the Triangle button twice to perform a ground-pounding stomp! Perhaps you can use this special move to enter hidden areas...

Tongue Grab

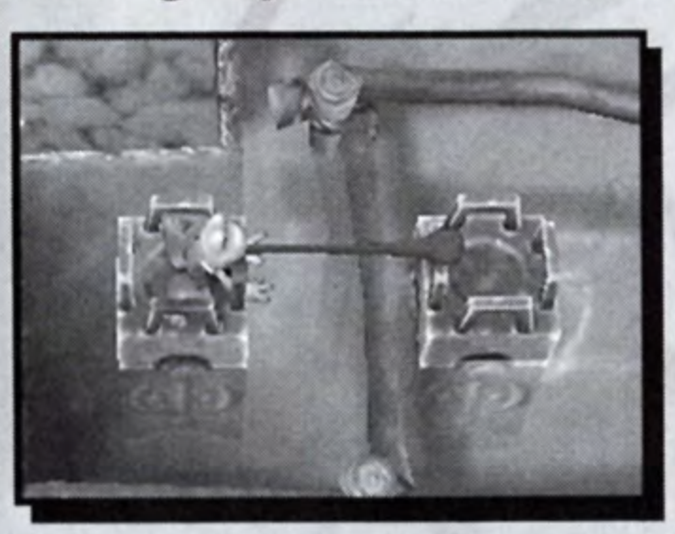


You knew that the frog tongue would come in handy sometime! When you find that an object is out of reach, simply grab it with Frogger's tongue. Face the object, and then press the □ button to snag it with his tongue. Sometimes Frogger's tongue remains extended after pressing the □ button. That means the object can be moved (see below).

Tongue Swing

Use the Vertical Jump + Tongue Grab combo whenever a swing pole appears to fly over extra wide gaps in the Swamp. Press the △ button, then quickly press and hold the □ button to swing across.

Moving Objects



Frogger's tongue comes in handy in a number of ways. From time to time, you'll come across objects that need to be grabbed and pulled closer to, or pushed farther away from, Frogger. He then uses them as stepping stones or to activate some sort of mechanism. You'll know when an object can be pulled because Frogger's tongue remains extended when you press and hold the □ button. While doing this, press the directional buttons in the appropriate direction to push or pull the object.

Swamp Objects

There are many useful, and sometimes dangerous, items around Firefly Swamp that Frogger has to investigate. For instance, Frogger likes to collect coins, among other things. Every item can be collected, activated, or investigated simply by hopping onto or over it.

Gold Coin

It may only be one gold piece, but they start to add up after a while. Sometimes, you'll see many coins grouped together. Quickly collect eight in a row to earn 10 extra bonus coins.

Coin Bag

Worth 10 gold pieces.

Swing Pole

Frogger can use a Vertical Jump + Tongue Grab combo to latch onto these and swing like jungle frog over extra wide gaps.

Pull Post

Frogger grabs these with his tongue to hoist himself over smaller gaps that are just too wide for a Super Hop.

Movable Objects

Movable platforms help Frogger get over large gaps between dry land. Use the Tongue Grab (see p. 19) to grab one and pull it or push it, as needed. Movable walls can be pushed or pulled with the Tongue Grab. Move a wall to gain access to certain areas and hoist Frogger to his destination.

Frogger Life

This is the secret to a long Frogger life!
Collect these to keep Frogger hopping along.

Checkpoint

Land on any one of these to establish a checkpoint. A checkpoint is where Frogger returns after an accident.

Level Complete

The end of a level is marked by a glowing Frogger emblem. When Frogger hops on top of an emblem when playing Challenge Mode and Story Mode, the level ends and the Level Complete screen is displayed. Besides a very happy Frogger, this screen shows the time to completion in Challenge Mode, the number of coins collected, and the level's score. Also, if you managed to collect all of the coins on the level, a message is displayed here.

Press the ⊗ button to proceed to the next level.

Characters

There are many characters Frogger meets in his adventures. Here are descriptions of a few of them.

Frogger

Our hero, who somehow always gets thrown in the middle of a great adventure, is both courageous and adventurous (but also a little bit on the goofy side). Memories of an early near-drowning incident have left him scarred, and to this day, he does not swim.

Lumpy

Frogger's friend and guardian. He often journeys to exotic lands, but never returns to Firefly Swamp without souvenirs for both Frogger and Lily.

Lily

Frogger's girlfriend. A charming and pleasant girl who, more than anything in the world, enjoys watching the fireflies as they dance above the swamp.

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as Igunis and Lion Papa

Scott McNeil
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